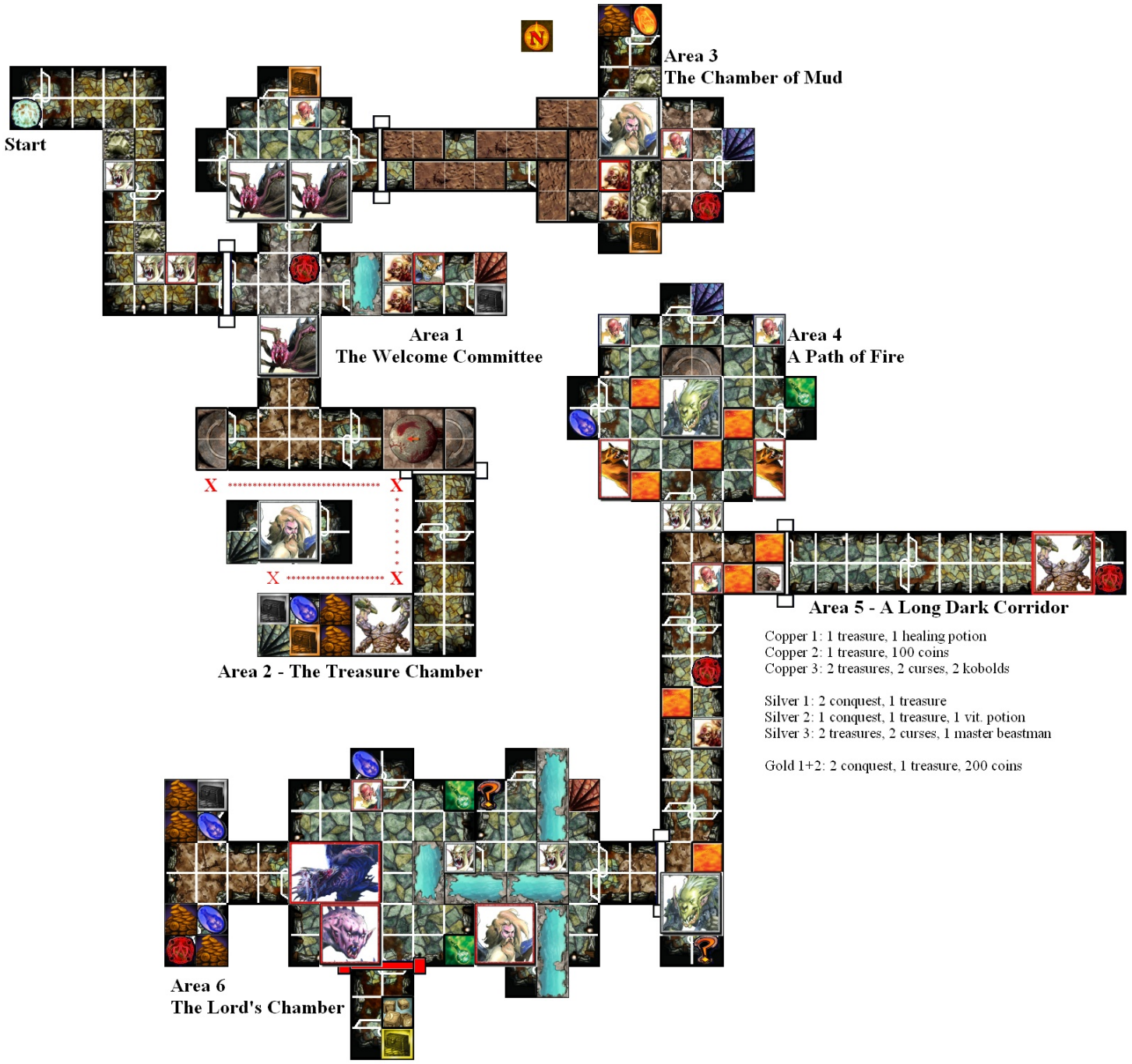

Copper 1: 1 treasure, 1 healing potion
Copper 2: 1 treasure, 100 coins
Copper 3: 2 treasures, 2 curses, 2 kobolds

Silver 1: 2 conquest, 1 treasure
Silver 2: 1 conquest, 1 treasure, 1 vit. potion
Silver 3: 2 treasures, 2 curses, 1 master beastman

Gold 1+2: 2 conquest, 1 treasure, 200 coins

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A Strange Suitor

By Xandria

Scenario Background

King Tehrkas thought he was smart when he promised the hand of his daughter to the man who would bring a fortune vast as dowry to aid his empty coffers, and then bested all the other wealthy competitors in a test of mettle.

All seemed to go well as wealthy lords presented their glimmering riches, and prepared for the grand tournament - yet then, the sky fell dark, and a colossal shape swooped down. Half the knights screamed in terror, the other half drew their weapons, yet the monster surprised them all by speaking in a thundering voice: "Wealthy I am beyond your wildest dreams, and all of those knights in combat face I will, king. Your daughter shall be mine!"

Those few knights who dared to challenge the dragon were extra crispy afterwards, while the king asked for a month of time to arrange the marriage. It's upon the heroes to save princess Flora from being wedded to and bedded by that old sleazy lizard!

Mission Goals

It's easy - the Heroes have to convince the Dragon to leave the princess alone, and also grab his vast riches, for leaving them to a smelly old dragon would be a waste.
The Heroes start with 7 conquest tokens. If they run out, the dragon will become king and reign with a wisdom which a being less than a thousand years old is incapable of, introduce a public school system, a working code of laws, and forbid the mercenary trade, replacng it with trained and organized government forces, making the Heroes obsolete in the process... and Nanok would have to go back to school too, to improve his spelling. This being unacceptable, the dragon must die. And hand over his hard-earned cash, too.

Start Area

A narrow well-lit corridor enters into the mountain which the dragon calls his home. You haven't bothered to knock, so it is understandable that the uniformed beastmen guarding the entrance seem a little surprised. The one at the back, with a red tie and a gold pocketwatch, calls into a tube in the wall: "Master? Visitors!"

The Master Beastman is called James. He yields the usual 50 gp for a master, but also has a gold pocketwatch worth 50 gp. As long as they own it, the Hero players may ask the Overlord player at the start of his turn how late it is. He may maliciously lie though.

1: The Welcome Committee

A large hall stretches before you, the roof vanishing in the shadows between the gothic arches. Several large spiders with dog tags fool around on the floor, while a razorwing sips Chardonnay near a pool.

From the south, you hear the tunder of a perpetually moving boulder, rolling hence and forth in brazen defiance of the laws of physics! What an affront to nature!

On a loft above the boulder, a Manticore looks away from its book, and calls to the rest: "It doesn't look like they're the pizza boys. Let's kill them, I say."

The boulder rolls there and back again, starting with the next OL turn after the area is revealed.

The Master Razorwing is Greebo, who has the usual stats for one of his kind, but regenerates 1 hit point per turn, and inflicts two stun tokens instead of one with his shriek: his voice is trained from bossing the servants around. Greebo is worth 1 conquest token.

The manticore south of this area is on a raised balcony, and can trace line of sight from any of the squares adjacent to its position (marked with the red X's and asterisks). Because of its elevated position, it is considered to be two squares further away for the purposes of shooting at it (note that this penalty does not apply to the Manticore's attacks).

2: The Treasure Chamber

A simple, serene room with bare walls, filled but with the soft tinkle of coin rubbing against coin, and the monotonous voice of the golem accountant: "Three thousand seven hundred gold with an annual return of seven point five percent makes..."

The Manticore can shoot everywhere into this room.

3: The Chamber of Mud

You are faced with a great spa, complete with mudbaths. Certainly, the Manticore seems to be enjoying the bath immensely, while the sorcerer is using his magic to make the mud warm and bubbly. "You're doing it great, Walthus" the beast swoons.
Two skeleton workers turn away from repairing a water pipe and utter in dry voices: "Master, they entered with shoes and did not shower before."

Looking at the wizard's expression after he heard this, you know that you have to prepare for battle.

The Master Sorcerer is Walthus. He has Blast 1 if he desires so, and can inflict 2 damage on each figure standing in the mud instead of making an attack.
Walthus is worth 1 conquest token.

4: A Path of Fire

Apparently, not only dragons like it warm. A charlatan calls forth lava from the ground, laughing at the dancing flames. "Do you think I'm hot?" he asks, before adding: "You're too cool, let's warm you up for the Master!"

There's no reasoning with some people!

The Master sorcerer is Ardoran. He may use the breath template when making attacks if he wishes so. He may roll all five power dice when attacking if he removes the lava marker closest to him when doing so. Instead of attacking, he may move up to three lava markers 1 square,

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with the usual consequences for those who fall in. Ardoran has two extra armor, and two extra wounds. He is woth 1 conquest token.

The kobold near the door does neither move nor attack. If attacked, he squeals: "Do nto disturb the Killtron! Do not..."

The encounter marker at the south end of the corridor is a big red button marked "Hero-Repelling system. Use in emergencies only". If a Hero pushes the button, a rolling boulder lands on top of him, killing him. It starts rolling north the next OL turn. If pushed again, another boulder will be placed in the same spot, killing the idiot who pushed the button a second time too.

5: A Long Dark Corridor

You have stumbled into the storage room, apparently: boxes of old books, unused furniture, a killer golem that just activated, children's clothes, jars of preserves...

Yup, a killer golem. Its eyes flare red as it perceives you, and it rumbles: "Killtron must kill. Must kill all."

Grrrreat.

Killtron is a Master Golem who regenerates three hit points at the start of every turn. Killtron likes to kill, therefore, Killtron has Grapple.

You may utter cheesy lines like "Resistance is futile" or "Must kill all humans" as well as sing Man-o-War lyrics without any of the Hero players being allowed to punch you or groan or otherwise ridicule your performance as long as Killtron is on the table.

You are allowed to cry when the Heroes kill Killtron.

Hand them the Red Runekey and 1 conquest token when they kill Killtron.

6: The Lord's Chamber

Until now, you could not fathom what immense amounts of ill-earned cash can buy! Evil sure pays off.
Pools of crystal water scented with rare fragrances, exotic flowers, works of art believed to be lost to the tooth of time, a pet manticore, two catgirl dancers and an expensive-looking attorney.... oh, and let's not forget all the gold.

Amazeroth (that's the dragon, you dunce) interrupts your musings with loud laughter: "I know what you are thinking - but most of this gold has been earned using my banking companies and my oceanic trade ventures. Of course, I razed one or two dwarven cities and looted them as well, but no-one likes those bearded buggers anyway."
He pauses briefly, then adds: "As I see, you do not bring me the girl, but the sword instead. Well then, let's dance. After I kill you, I will sue your families for their last penny!"

The Encounter Marker is a large wheel set into the wall. A Hero may try to turn it: roll his melee trait in power dice, if he rolls a surge, he manages to turn the wheel and the water drains away; remove all water obstacles from this room.
If he fails to roll a surge, you may call him a wuss, a sissy or a wiener, and imply that his lack of manliness is why he will die alone and unloved.

The beastmen here are actually beastwomen - those two catgirls I mentioned. They are considered to be dodging.

The Master Naga is the Attorney. He has 4 extra wounds and 1 extra armor. If a Hero attacks the Attorney, he gets sued, and must discard a piece of equipment of his choice. The Attorney recovers health depending on the equipment discarded: 1 hit point for a town item, 2 for a copper treasure, 5 for a silver one, and full heal for a gold treasure.
If the Attorney deals damage to a Hero, the dragon recovers hit points equal to the damage dealt (up to his maximum, no more). He is worth 1 conquest token.

The Master Sorcerer is the Vizier. As we all know, the vizier is always pure evil. Therefore, he has the Black Curse, Bleed, Burn, Dark Prayer, Daze, Poison and Stun abilities. Also, his Undying works on any roll EXCEPT a Surge. Evil, I tell you. He is worth 1 conquest token.

The Master Dragon is Amazeroth the Golden. He has 13 extra wounds and Ironskin. To attack, he may make a normal ranged attack or use the Bolt Template. He may carry one potion; he is limited to using one potion per turn.

If the Heroes kill Amazeroth, activate the last glyph and run away with all gold from his treasure (that's the coins near the last glyph) they win, and can enjoy a time of pleasant decadent ennui, until they waste all the riches like they usually do. Amazeroth is worth 3 conquest tokens, if you care.

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